

# ALEX BUILDS HIS FARM



**playmobil**  
interactive

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# Alex Builds His Farm

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## Introduction

Alex is a lively and cheerful little boy who loves nature and animals. He often goes running along the forest paths with his dog Oscar. All the animals in the forest know him. Alex is also a great dreamer. Sometimes he sits under a tree and turns the pages of his favourite book: The Big Farming Book. He sits there enjoying the sun, cooled by a gentle breeze. On such occasions Alex sometimes falls asleep and dreams of a magnificent farm with cows, funny little hens and affectionate horses.

One day, Alex and Oscar went running in a field at the edge of the forest. In the middle of the field stood a scarecrow to keep the crows away. When Oscar and Alex passed close to the scarecrow they heard a strange noise. Alex was surprised and looked all around, but couldn't see anything strange or unusual. Just as Alex and Oscar were about to continue their race, Alex heard the noise again. It was as if someone was calling him:

- Pssst! Pssst! Alex, it's me!

It was the scarecrow! Alex couldn't believe his eyes.

- But...! You can speak! said Alex in surprise.

- Yes, of course I can speak, said the scarecrow. But I only speak to children who like animals and nature. Like you, Alex!

The scarecrow had a big smile. He looked nice and funny at the same time. He spoke again:

- You know what Alex? I often see you sleeping under a tree in the forest. Did you know that when you dream in the middle of the forest, your dreams can come true?

- Er... No, I didn't know that, said Alex.

- Well, because you're a good little boy and you love nature so much, I'm going to tell you a secret: when you wake up, all you have to do is concentrate very intensely on your dream and do everything you can to make it come true!

- That's easy! said Alex.

- Yes! But above all, you mustn't forget to have fun! Otherwise, it's no longer a dream!

- Thanks, Mr Scarecrow! That's a great secret!

- Bye, bye!

As soon as Alex had finished talking with the scarecrow, he and Miro ran faster than ever in the direction of a large oak tree, the most majestic tree in the forest. Alex was keen to see if the scarecrow had been telling the truth. He sat down under the tree and shut his eyes. He listened to the birds singing and the sound of the wind in the trees, but Alex couldn't manage to fall asleep. He was far too excited by the scarecrow's secret! So he picked up his favourite book, the Good Farmer's Handbook and started to look at the pictures one after the other. Little by little, his eyelids shut and he fell asleep. And dreamt... He dreamt of his family, and a magnificent farm.



## The Little World of Alex

### Alex



Hello! I'm Alex! I'll be your companion during the game! I'll show you everything there is to see on the farm, the farm I've always dreamt of! We'll construct buildings and you'll be able to meet my family. Just wait and see, we'll have lots of fun. There are many amazing things to do and some really fun games to play. There's never a dull moment!

### Dad



This is my dad! He's a really good gardener! The fields he tends are full of vegetables of all shapes and sizes! Dad is always doing something: repairs, painting, woodworking and so on. Wow! He never stops! He's promised to teach me to drive the tractor! So if you want to go for a ride, just follow me.

### Mom



My mom used to be a school teacher. Now she enjoys the peace and quiet of the country with the rest of us. Mom is always encouraging me to discover new things. She taught me to ride horses. She's crazy about horses. She spends hours in the stables feeding them and looking after them. Have you ever ridden a horse? Would you like to try?

### Sarah



Sarah is my older sister. She always wants to look after me! Sarah is always in the hen-house looking after the hens! She's very nice. She always helps me out when I do something silly... which often seems to be the case when I visit the hen-house.

### Granny



We'll be able to gather lots of vegetables and juicy fruit on the farm. We'll even be able to milk the cows. I bring the food from the farm to Granny and she cooks up wonderful dishes! She's a true genius. She knows lots of secrets. And don't tell anyone, but Granny loves spoiling her grandchildren and giving them big hugs and kisses!

### Grandad



Grandad is very funny. His head is full of funny stories and memories! He's always glad to see me arrive in the cowshed. And I'm always there to witness the surprises the cows hold in store for him, ha, ha, ha! You can be sure of that! But you must realise that there aren't just cows in the cowshed. Come and see!

### The Scarecrow



He's really funny! But life isn't always a bed of roses for him. He wants to do his job as well as he can, but it isn't always easy. How can he chase away all the crows when he's held in place by a stick? The poor fellow! I really think we should give him a hand!

### Oscar the dog



Oscar is my best friend! He's always willing to play with me! But sometimes he's very busy because he's the farm watchdog. Oscar knows every inch of the forest. That's why he always comes with me when I go wandering in the forest. It's much more fun with him, especially when we have a race! And believe me, Oscar runs really fast!





# The Principle of the Game

I'm Alex and I'm the main character in the game. It's with me that you'll discover all the fun of the farm. And believe me, there's really lots of fun things to do on the farm! "Alex Builds His Farm" is a game that offers you all the joys of discovery. Together we'll be visiting lots of different places. We'll have many different activities, as well as several different games to play! Just wait and see!

The aim of the game is to help me to become the best farmer by building my dream farm! And by helping me you can get up to certificates: The Good Farmer, The Super Farmer and The Best Farmer. You'll even be able to hang the diplomas in your bedroom! Super, huh? Come on, let's play!



## How to view and print your certificate

When we get a certificate in the Big Farming Book, you can also admire it without having to play the game. To do so, follow this path on your computer:

Start menu/Ubi Soft Games/Alex Builds His Farm/My certificates

Next, click on the certificate you want to view. Then you'll be able to view it with the help of the viewing or image processing software. Most of this software also allows you to print out your diplomas through the File menu. Then you'll be able to hang your diplomas in your bedroom!

## Life on the Farm



Catching hens, grooming horses, feeding cows, fishing, pony racing, driving a tractor, wow! Gee! There are so many really fun things to do on the farm! If you and I explore every nook and cranny of each building we're sure to discover all the games and other activities!

All through the game you'll see members of my family and several objects flashing when you approach them. If you want to use or speak to the person or thing in question, press the BLUE/SPACEBAR key.

What you have chosen then appears on the green panel at the top of the screen. Next, to execute an action, just press the GREEN/ENTER key. This applies throughout the whole game.

"Oh! But remember! If you press the BLUE/SPACEBAR key a second time, what you have chosen will disappear from the green panel.

What you have selected can often be used with other objects or characters in the game. If you select another object that flashes near you, it also will appear on the green panel. Then, when you press the GREEN/ENTER key, the two things you have chosen will come to life together.

Let's go and try it out on the farm, huh? You'll see, it's as easy as pie and really fun! And I bet that if you talk to Mom, Dad, Gran or Grandad, they'll have some good ideas for you!

### Construction Here we Come



Now!... Let's see... Where do we start?... Ah! Yes! Of course! We have to construct the farm buildings one by one. Wow! I know that seems to be a big job, but it's really lots of fun! And fortunately there are three different levels of difficulty. If you like, we can start with the simplest level until you get the feel of it.

Come over to the site barrier and choose the level of difficulty. I suggest you start with the "Champion" level.

Wow! The building appears in all sorts of colors and in 3 dimensions! Now we have all the parts we need to construct it.

That's perfect! Now! Constructing a building is really very simple. First of all you have to choose one of the pieces on the ground. You can choose a piece when it flashes by pressing the BLUE/SPACEBAR key. Next, carefully observe the model of the building you want to construct. Move around until you find the part of the model that has the same shape and color as your piece. When you've found the right place to position your piece, approach it until it begins to flash. Then, all you have to do is press the BLUE/SPACEBAR key, and that's it!

But remember! You have to be very careful because if you make too many mistakes you'll have to start all over again.

As you'll see, it's not quite the same for the other levels of difficulty. In the "Super Champion" level the time is limited and in the "Ultra Mega Champion" level you can't make so many mistakes.

Now, how about having a look inside? I'm curious to see what it contains, aren't you?

### A Game for Every Area!

How to have fun on the farm? Nothing could be simpler, as sure as my name is Alex! There are lots of amusing things to do all over the place! In every part of the farm! For example:

In the **labyrinth** of the wheat field you have to **scare away the crows**. Our pal the scarecrow will surely be able to explain how to do that.



On the little lake, Mrs Duck has lost her ducklings! If we look carefully among the rocks and plants we'll be able to find her ducklings.

My pony Indy loves running. My dog Oscar too. Near the stables there's a path where we can all race together.

My sister Sarah is always in the henhouse. Something tells me she'd like some help collecting the eggs. If we look carefully under the hens we'll be able to find the eggs.

As you can see, there are so many possible games on the farm that it's difficult to know where to begin. Each building has a different game in store for us, and always with a choice of three levels of difficulty. So you can count on having fun. That's for sure! And remember, the members of my family can always offer us some good advice.

### The Big Farming Book:



I've also got a secret that must remain just between the two of us. I've always got The Big Farming Book on me. In it, we can see images of my dream farm! You can always consult the book by pressing the ORANGE/TAB key.



There's a page for each area of the farm in our Big Farming Book. The hen-house, labyrinth, stables, cowshed, house and garden. The pictures represent all the activities and all the games on our farm. The pictures aren't in color for the moment. But each time we complete an activity or finish a game, the colors appear on the picture representing that activity or game. That way, you can keep track of our progress! It's super! And as soon as you've finished all the games and completed all the activities in one level of difficulty, you'll get a wonderful certificate! Hurrah! Let's go! Your farm awaits you!

**NOW COME QUICKLY AND PLAY WITH ME!!**



## Starting the Game

### Advice on Installation

**Alex Builds His farm** is a very high-performance multimedia program. This game was made to make the most out of your multimedia computer. Before installing the program or starting the game, we recommend that you shut down any open applications.

Also, make sure you have the latest drivers for your 3D card.

This is very important in order to get maximum performance out of your game.

### Installation

Shut down all open applications. Insert the CD-ROM in to the drive. The program starts automatically and offers you the choice of installing the game or playing if the game is already installed on your computer.

If the program does not start automatically when you put the CD-ROM in to the drive, double click on the Work Station icon, then double click on the CD-ROM icon. If the program still doesn't start, launch the SETUP.EXE program contained on the CD-ROM.

### Ubi Assistant

The Ubi Assistant program allows you to choose the configuration you wish to install, depending on your 3D card.

"**Alex Builds His Farm**" has been optimised to function with two types of driver for 3D cards: DirectX6 and Glide3.

The Ubi Assistant configuration program suggests a version based on the component elements of your system. If it finds nothing, or if the choice offered does not suit you, choose a version of the game that does suit you.

1- If your card works with 3Dfx (Voodoo1 or Voodoo2) technology, choose the Glide3 version.

2- If your card is not a 3Dfx card, choose the DirectX 6 version.

In both cases, consult the technical specifications for the card in the user's manual provided with the card.

If the configuration system detects a damaged version of the DirectX6 drivers, it will suggest that you install good versions of the drivers. You must have good versions to be able to play "**Alex Builds His Farm**".

## **Access Path**

Next you have to choose where to install the game on your hard disk.

By default the installation program proposes: C:\Programs\Ubi Soft Games\Alex Builds His Farm

## **Launching and Stopping the Game**

Once you have installed the game, you can launch it from the Start menu in Windows®.

The default path is:

"Start\Programs\Ubi Soft Games\Alex Builds His Farm\Play Alex Builds His Farm"

The CD-ROM must be in the CD-ROM drive before you can launch the game. Once you have launched the game, you immediately access the host menu (consult Menus).

The CD-ROM must always be in the drive when you play the game. If you remove the CD during the game, the game may react in a strange manner and you will have to quit it before starting again (with the CD-ROM).

## **How to Quit the Game**

In the game, use the ESC key to put the game on pause. Choose Main Menu.

The game is automatically saved. In any case, there is an automatic save every 10 minutes.

Select Quit from the main menu. You will be asked to validate your choice.

## **Uninstalling Software**

If you have already installed the game on your computer, you can uninstall it or change the type of installation. To change the type of installation, it is preferable to uninstall the game first. Otherwise, some files may continue to take up space on your hard disk for no good reason. To uninstall the game, choose the uninstall option in the host menu.

Or, follow this path in the "Start" menu of Windows®:

Programs\Ubi Soft Games\Alex Builds His Farm\Uninstall Alex Builds His Farm.

## **If the Game does not Function Properly**

Perhaps the game can't find the right files on your hard disk (if they are defective or don't exist).

In this case, you will have to reinstall the program. You don't have to uninstall the game to do this.

All you do is relaunch the installation in the same way as when you first installed the game.



# Menus

## Menu Commands

Use the arrows to move around in the menus and select the options of your choice. You can then validate your choice by pressing the "ENTER" key. You can use the "ESC" key at any time to return to the previous menu.

## Installation Menu

This menu appears each time you launch the game. It offers you the following choices:



- Play
- Install
- Uninstall
- Quit

The Play and Uninstall options can be selected only if you have already installed the game on your computer.

When you choose Play, you access the main menu of the game.

## Main Menu

- **Play:** leads to the table of games.
- **Quit:** allows you to leave the game and return to Windows.
- **Options:** leads to the options menu.
- **Replay the intro:** allows you to replay the introduction of the game if you have already started a game.
- **Credits:** leads to the list of game credits.

## Games Menu

Here you can start a new game or continue the one you have already saved. Use the arrows to select a previously saved game, and validate by pressing "ENTER".

To start a new game, press "ENTER" when the "New Game" title flashes. The pencil is automatically positioned on a line. Write the name you wish to give to the game and press "ENTER".

If you have not enough space for a new game, you will have to remove one of the previously saved games. Choose the game you wish to remove and select it with the "ENTER" key. You can now remove the name of the game and write a new name.

- Press **ESC** to leave the games menu, or press on the arrows until the word "Return" flashes in the lower right corner of the screen. Then press "ENTER" to validate.

### Options Menu

- **Volume:** leads to the table where you can adjust the volume of voices, music and sound effects.
- **Graphical quality:** leads to the graphical quality menu where you can choose the resolution of the image: low, middle or high. We recommend that you choose the highest resolution in order to have better definition in the image. The higher the resolution, the better the image. The lower the resolution, the more blurred the image, but the display time will be faster. In these two menus use the arrows to increase or reduce the sound or the graphical quality, then press "ESC" to validate and return to the previous menu.



- **Help:** List of game controls

### Pause Menu

At any time in the game the player can press the "ESC" key to access this menu.

The following options are offered:

- **Continue the game:** allows you to continue the current game
- **Main Menu:** leads to the main menu (see above).
- **Options:** leads to the options menu (see above).



## Alex and Actions

### Note to Parents

"Alex Builds His Farm" can be played with a keyboard or a gamepad.

It is perfectly normal for your child to take a certain length of time to acquire perfect mastery of movement using the keyboard. This period of adaptation varies between 15 and 30 minutes of game time, depending on the age of the child and familiarity with the keyboard.

In order to familiarise your child more rapidly with the keys that trigger the different movements Alex makes, the box contains colored stickers that can easily be placed on the keys in question. The explanations provided by Alex in the game refer to the colors of the keys in order to make it simpler for your child to find the keys. These stickers are transparent and do not prevent you from seeing the symbols on the keys.

## How to position the stickers

ENTER: . . . . . Green

SPACEBAR: . . . . . Blue

SHIFT: . . . . . Yellow

ESC: . . . . . Red

TAB: . . . . . Orange

Direction arrows: . . . Violet

## Commands

<u>Keys</u>	<u>Function</u>
Up arrow . . . . .	Move
Down arrow . . . . .	Step back
Left arrow . . . . .	Go left
Right arrow . . . . .	Go right
Left caps key . . . . .	Run
Space bar . . . . .	Select a thing or a character
Enter . . . . .	Release an action, validate a building, validate a choice in menus
ESC . . . . .	Allows you access to "Pause" menu at any time in the game
TAB . . . . .	Allows you access to "The Big Farming Book"

## How to choose a level of difficulty

When Alex wants to start a new game or construct a new building, he must approach the site barrier. An interface then appears showing three icons corresponding to the level of difficulty, ranging from the simplest to the most difficult. Use the arrows to choose a level, then validate your choice by pressing "ENTER".





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